PlayStation®

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# THRASHER®

PRESENTS

# SKATE AND DESTROY

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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## Thrasher®: Skate and Destroy Tips and Hints

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# THE HISTORY OF SKATEBOARDING ○○○○○○○

Skating is more than a sport. It's an attitude, a mindstate, and a lifestyle - from the way you view the world around you to the clothes you wear, the company you keep, and the music you listen to.

Everybody has heard the story about the old days when they took apart a pair of roller skates and hammered the wheels to a wood plank and - voila! - the first skateboard. Some of the earliest contraptions date back to the turn of the century. But it wasn't until the rock and roll Fifties that the skateboard began to replace the scooter and the classic Radio Flyer wagon as the choice of the driveway set. Legend has it that surfers first took to the makeshift skateboard as a substitute for their beloved surfboards on days when waves were flat. As the first mass produced boards spread inland they replaced the rustic backyard models of the pioneers, and adventurous youths began to develop their own niche in the recreational chain.

Around 1962, what we now refer to as the first boom soon followed. Hardwood boards with clay-composition wheels instead of metal roller skate wheels were manufactured by the thousands. Improved boards and wheels allowed skaters to master difficult stunts previously believed impossible, even though the trucks were still the same as those found on roller skates. Teams and competitions showcased the abilities of some early masters. However, except for along the coasts, interest in skateboarding died in the latter part of the Sixties.

It was in the mid-Seventies, that a guru named Frank Nasworthy introduced a plastic urethane wheel that delivered a smoother glide and a faster ride. Increased traction allowed for harder turns without sliding out, and adventurous skaters began to practice their moves on steeper winding hills, cement drainage ditches, and even empty swimming pools. Once again skateboarding captured the attention of American youth. New skateboards were introduced on the market almost daily. Components such as trucks were now designed specifically for skateboards.  Cement parks sprung up across the land. At the end of the Seventies, poor park design and the high price of insurance eventually shut most of these parks down; only a handful still exist today.

Skateboarding went underground again until the mid-Eighties, when the film "Back to the Future" came out and a new generation of kids picked up boards again. Skating was huge in the Eighties - big boards, big wheels, and big air - but as boards and wheels started shrinking in size towards the end of the decade, so did the number of skaters on boards.Kids quit skating when tricks got too technical and skaters

scrutinized each other's wardrobes and vibed each other more than they pulled tricks.

Now in the Nineties, more than Thirty years young, skateboarding is blowing up again. The focus remains in the United States, but healthy scenes are thriving in Europe, South America, Australia, Japan, and anywhere there's cement, wood, or asphalt. Yesterday's slalom king is today's street bombing downhill speed freak. New cement parks designed with wooden ramps that can be moved and changed inexpensively are opening up left and right. Many skaters have gone back to the streets and parking lots.

Skateboarding is still a young sport that has a lot of room for anyone who wants to try it. Watching today's pro skaters will leave no doubt in your mind that anything is possible.

# INTRODUCTION

Thrasher® - Skate & Destroy realizes the dream of anybody who has ever stepped on a skateboard-at first you felt a little uncomfortable and even a little scared, but soon the board becomes part of you and your confidence grows with your skill. Confidence breeds ambition, and you'll soon want to compare your tricks and style with your friends.The dream is realized when sponsors recognize your talent and you are invited to compete with the best in the world...

You begin where everyone does: at the bottom. First you'll learn the basics: the ollie, the nollie, the kickflip, the grab, the grind and the slide. These tricks are the basics of skating and they are great by themselves, but putting tricks together is the next level....

Once you begin to pull tricks across the environment around you, you'll start to form combinations, series of tricks strung together to form spectacular maneuvers, like the backside 180° kickflip to fakie 50-50 to shove-it out or nollie 360° shove-it to tailgrab. If you can pull them off you'll be the envy of all your friends, but if you get too big for your britches, the cement will soon teach you a hard lesson. Combinations are really up to you, and no two are the same. If you can pull a couple of combinations together into a line, you're ready to take a shot at being the best, to compete for top level recognition: to become Thrasher® Skater of the Year.

As your skills increase you'll progress and get the chance to skate in different terrains and types of environments. You'll face parks littered with tables, railings and wall drop-offs, and canals and waterways with big hills and huge gaps that demand nothing less than eye-bleeding speed, giant jumps and a healthy disrespect for risk. And, you'll skate famous skate spots, complete with quarter pipes, half-pipes, and swimming pools to get you vertical.

As you start to get good, you'll begin to look at the environment around you differently. Where others may see a community park of simple benches and fountains, or a construction site of pipes and ledges, you'll see the possibility for tricks and lines that others could never imagine. You'll see opportunities in railings and stairways and the possibilities in a three-foot wall ledge.

So, grab your board and get riding. Either skating is a part of your life, or skating IS your life. The only limitations are in your mind.

# ○○○ GETTING STARTED

Set up your Sony PlayStation game console according to the instructions in its Instruction Manual.

Insert the Thrasher®: Skate & Destroy disc and close the disc cover.
Note: Make sure the PlayStation game console's power is off before inserting or removing a compact disc.

Plug in one game controller and turn the PlayStation game console ON. After a few moments, the TITLE SCREEN MAIN MENU will appear.

Press the Directional Buttons on your controller to mark your selection.
Then press the ⊗ button to activate.

To begin a new game, select SKATE from the MAIN MENU. This will bring you to the CHARACTER SELECT MENU which will lead you into the game.

# ○○○○○○○○ MAIN MENU

From the Main Menu you have 3 choices to select from; *Start, Options* and *Multiplayer.* To jump right in and skate, select Start. To adjust audio/visual aspects of the game, configure the controller setup, or view existing high scores prior to play, select Options. To compete against another player, select Multiplayer.

## CHARACTER SELECT

| | |
|---|---|
| **AXL** | Tough and versatile. He'll take on any terrain with huge snaps and has scar tissue thicker than most people's kneepads. |

| | |
|---|---|
| **KAHLI** | All-around skater. At home on ledges and picnic tables. Can pull any grind, with flips in and out. |

| | |
|---|---|
| **SCAB** | Rides fast and hard. Bombs hills, jumps off buildings and grinds anything available. Tough. |

| | |
|---|---|
| **JASMINE** | A vertical fiend. More comfortable on mini-ramps than street terrain, and can throw down 540's all day long. |

| | |
|---|---|
| **ROACH** | The tech commando. Each trick is in the bag as long as he's on flat ground. |

| | |
|---|---|
| **CYRUS** | A heavy hitter, throws big snaps over big sets. Destroys barriers and hydrants with huge kickflips. |

Once you have selected your character, you must choose a name for yourself. You've got a lucky 13 letters to do this with. Hit the check mark when you're done. No need to take long!

## OPTIONS

From the main menu screen you can access the Options Menu. Game Options allow you to change the camera settings, game difficulty and vibration settings. Audio Options allow you to change the music and sfx levels. Controller Setup offers three types of controller configurations and High Score displays the current recorded high scores.

# LOADING A SAVED GAME

To load a saved character from the memory card first press the ○ button. This will load up all the saved profiles from the memory card. A character with saved games in his/her profile is designated by a dark background. Characters highlighted with light backgrounds have not yet been saved for. When you have highlighted the character you wish to play, pressing up and down on the Directional buttons will allow you to scroll through a list of saved games for that character. Each character may have more than one saved game in their profile. Once you have selected the saved game that you wish to load from a character's profile, press ✕ to confirm and load that game.

## SAVE A GAME

If you want to save games, insert a memory card in the PlayStation game console before starting play. You will be prompted to save your progress through the game at the end of each successfully completed level. You will be asked to which Block you want to save to. If the block is full the game will allow you to overwrite existing files or delete undesired saves to make room for your current save.

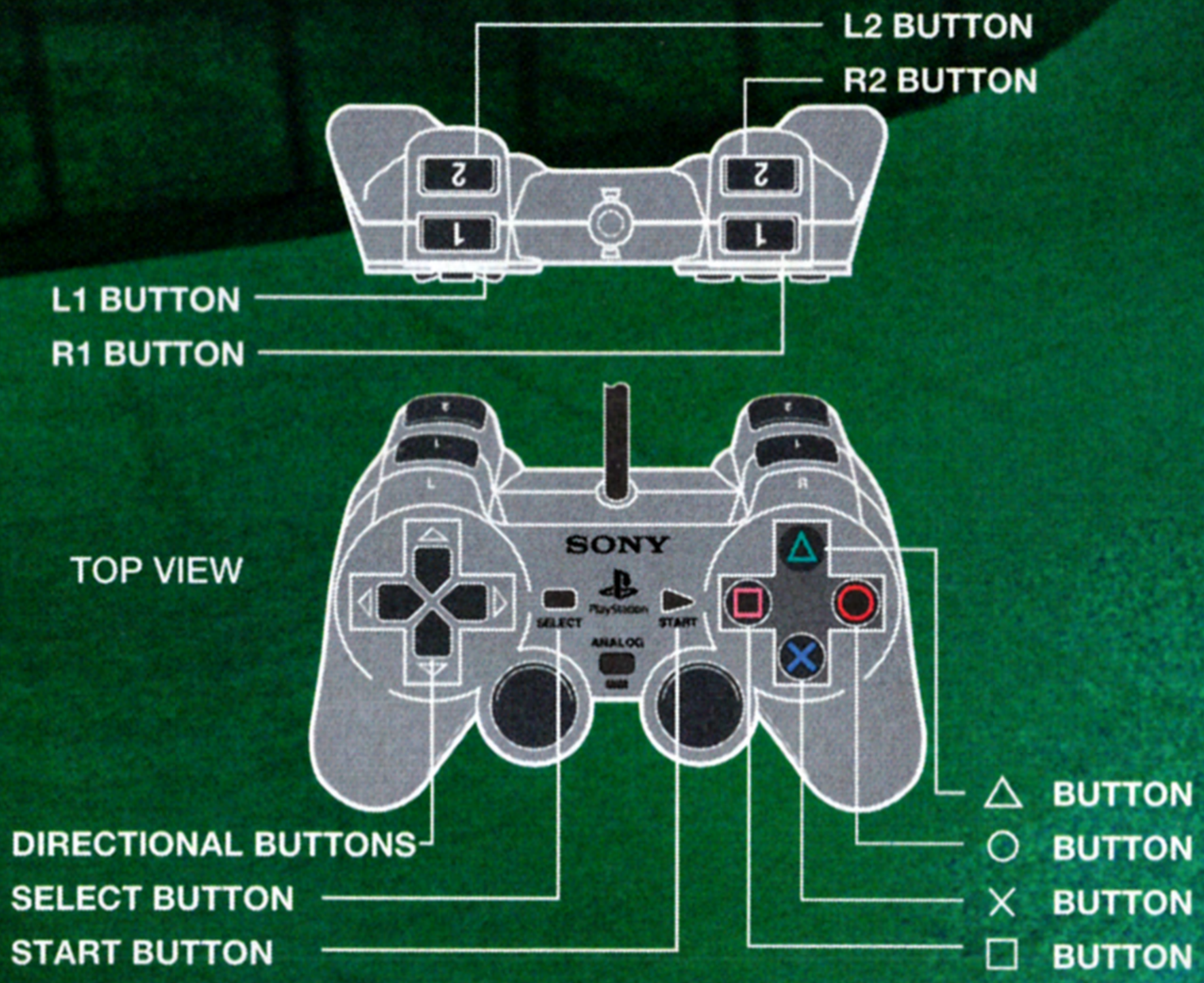
# LEVEL SELECT

Who are you?
A small town nobody.
A punk.....but a punk with promise.
If you think that you can just show up anywhere and skate you are greener than you ought to be. If you want to skate on the good stuff, then you've got to prove yourself. You ain't getting nowhere for free.

At the start of the game, you begin in Hometown, USA. This is where you're from; way out in the middle of anywhere. On home turf, here's where you'll pick up the tricks of trade and learn the basic skills. But, to leave this all behind and get out to where the action is and onto the circuit you have to compete. If you get good enough, you'll make your way into some of the top skate meccas of the world in places like Los Angeles, New York, San Francisco and out on the international scene.

# HOW TO SKATE

The ✕, ○, △ and □ buttons will get you moving and they'll slow you down. They'll get you off the ground and then get you back on it. There are a couple of basics you should be familiar with.




| Tricks (On the Ground) | Tricks (Once in the Air) |
|---|---|
| L1 Button + ✕ = Switchstance | Once in the Air Press ○ = Grab |
| L1 Button + ↓ = Powerslide | ○ + Directional Button = Different Grabs |
| △ + Directional Button = Different Fliptricks | Once in the Air near a ledge, Press ✕ = Grind |
| ○ + ←or→ = 360 + Spin | ✕ + Directional Button = Different Grinds and Slides |

## YOU NEED TO LAND

When playing under expert difficulty, to get the most out of your trick, hold the ×, ○ & △ buttons longer for bigger air. Holding down the button prior to pulling the trick will "charge" your ollie, throwing you higher into the air. And, it is important that you always press the □ button before every landing. This will give you the balance to properly finish the trick.

If you need more help with executing tricks and abusing your skate environment, you can access all the trick combinations through the Pause Menu when you press the Start button.

Note: There are 3 different Controller configurations available that can be accessed and adjusted through the Controller Set-up selection at the Options Menu from the Main Menu.

## That's Gonna Leave a Mark

At the end of the day, everyone loves a good slam. If it's going to happen, make sure it's a spectacular display of failure from attempting something huge, and not because you can't jump a curb. Real skaters require professional medical attention when they slam, not band-aids from their mommies.

Every time you wipe out, you incur damage points. Points incurred to your overall status are relative to the magnitude of the slam. Inability to properly land an ollie is minimal. Failing to get out of the way of an oncoming train, is serious. Incur enough damage, and you're board will break and you'll have to begin the run all over again..

If you know that you're going to slam, a smart thing to do is bail mid-air to minimize the damage. By pressing L2 or R2, you will be able to bail and release yourself from completing the trick. To avoid undue damage, press the ○ button to tuck. In a tuck you are less likely to snap an arm or a leg thereby taking less damage points. By pressing the △ button while bailing from a trick in high flight will enable you to grab a ledge or wire to keep you from plummeting to your doom.

# THE PAUSE MENU

At any time during play, pushing the START button will pause the game. In the Pause Menu, you will be able to access a menu of interests.

The Options menu will allow you to adjust the audio and visual aspects of the game. The Audio Options selection will give you access to manipulate the Sound Effects and Music Volumes as well as fool around with the soundtrack during the game. A complete track listing of all the songs in the game can be accessed through the sound menu.

You can change the Camera Angles from this menu to better suit your skate experience. There are three selections to choose from: Directly behind the character, behind the character from a distance and above the character.

In addition to this, is a reference bank of all Tricks with the Controller button combinations needed to pull them. Forget how to pull a pop shoveit 360? Access the menu to list the tricks that you've learned so far. As you move through the game you'll unlock new tricks as you master others. *Not all tricks are available at the beginning.

If points are your game, a list of the High Scores for the level currently being skated will be displayed to give you an idea how you're stacking up. Also, through TV Tuning you can adjust the brightness of your TV set to view and enjoy the levels as they were intended.

# THE TIMED RUN

In order to get out of Hometown, and every level after that, you have to compete in a "timed run". During the run you need to score an amount of points equal to or greater than the threshold amount of points designated to clear that level and move onto the next. The amount of points required to clear a level is indicated on the level select screen or on the Pause Menu under Scores. The run can be initiated at any time while skating a level. Until then, you have complete freedom of time and movement to skate, practice and learn the course. When you think you're ready, press the Select button to begin.

For the run, you have 120 seconds to score as many points as you can. Points are awarded based on your use and abuse of the skate environment. Each trick is awarded a given amount of points, which are often multiplied by a bonus factor. A bonus is awarded to tricks of high difficulty, risk and style. Obviously, the bigger and more elaborate the trick you successfully execute, the more points you'll get for pulling it. You'll be awarded bonuses for doing tricks over and on objects and obstacles in the level. So choose your line carefully. A thing of beauty is rewarded highly. And remember, it's one thing to score enough points to make it to the next level, but it's another to set or smash the High Score for that level. However, if you keep doing the same trick over and over, the base value of that trick will go down. If you keep hitting the same area (like a railing) over and over, the value of the multiplier for that trick on that area will decline until the point at which the area will be "destroyed" and no further points can be awarded there.

Towards the end of the run, someone or something will show up looking to grab you. It could be the cops coming to bust you for chipping, scuffing and scraping up all the surfaces, ledges and rails that the taxpayers have paid for. It could be a mugger looking to relieve you of your cash. Or it could be a dog, a big one, there to let you know just whose territory you're on. Whether you've got enough points to move onto the next level or not, you've got to outrun them and head for the Exit. If you don't, you'll either get one hell of a blister from a stun gun, a club to the back of the neck or a vicious bite that will most likely lead to a very nasty infection. And, you'll be going nowhere. No points, no sponsorship, and no advancement to the next level. But evade them quickly, and you're good to go. And if you're ballsy enough to pull tricks while being chased, you'll get some added bonus points.

## VIEW REPLAY

At the end of a level, you'll be able to make a few choices. Depending on how you ended the last run, you can choose one of a selection of things. You can Skate Again, if you think you could have done the run better. If you didn't set a high score and feel that you should give it another shot before moving on, then do so. Once you have cleared a level, you can go back and replay it at any time. If the last run was nothing less than a thing of beauty, by selecting View Replay you can watch the entire run from beginning to end, changing the camera angles to maximize your appreciation of your skills. Or, if you just want to get on with it and Skate New Spot, then you can do that too.

# LEVELS OOOOOOOO

Upon graduating from Hometown, you'll move onto further levels. Each level is a new challenge offering new obstacles. A new course requiring a new approach.

Once you have successfully completed a timed run and have moved on to the higher levels, you can revisit any previous skate environment by scrolling through the Level Select screen with the Directional Buttons on the controller and pressing ✕ to confirm your selection.

The places you'll go and the areas you'll skate include the following:

| | |
|---|---|
| **Hometown** | USA |
| **New York** | The Subway, Washington Square Park, Brooklyn Banks |
| **Los Angeles** | Venice Beach, LA River, The Courthouse |
| **San Francisco** | China Banks, The Hills, Embarcadero |
| **International** | South Bank (UK), Der Kolosseum (Germany) |

All levels that you have already completed timed runs for can be re-visited at any time. Dedication, perseverance and the cultivation of skill are the only ways to get to the top.

Competition levels are presided over by a team of judges who are nothing less than ruthlessly scrutinzing. They are mean people, and don't award points for just anything. Also, if you happen to crash during your competition run, they'll deduct 500 points from your score.

# SPONSORSHIP

The last level for any given city is a competition level. Competing and completing a competition level for a city means attention will be focused on you. Your efforts and skills from the competition level run have been noticed by some of the biggest names in the skate industry, and they want you to wear their gear. New decks, new clothes and new shoes. Say goodbye to the trashed deck, the smelly shirts and the decaying shoes. You're getting equipped by some of the hottest outfits in the business now.

Once you have chosen those brands that you think will best support you on your ascent in the skate world, you'll be able to save your position in the game. At the Level Select screen, press the □ button to save your game. The memory card will be searched, and you will be able to save the current position for that character.

## OOOOOOOO MULTIPLAYER

There are 7 multi-player games to choose from. Each contest takes place on a different level of the game associated with the challenge at hand. The different types of games available are Sessions, Nickel Bag, Horse, Top Dog, Sick Fix, Long Grind and Big Wallride. The objects for each multi-player game are listed in the loading screens.

Before Player 1 and Player 2 can compete against each other they must first choose the characters they wish to compete with. Each character from the single player game can be chosen from for the competition. Their individual performance statistics are listed when one of the players highlights that character on screen during the character selection. Depending on the multi-player game you wish to compete in, some characters may be better equipped with skills that make them more advantageous to winning the contest.

In addition to choosing a character from those provided, either player may load a character from those stored on the Memory Card. To load a character from the Memory Card press the □ button to access the Memory Card and the character you wish to compete with.

## YOU CANT SKATE WITH MELTED EYES

It pays to take a 10-minute break in every hour of play, so put the action on hold...Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage. Press the Start button while the action is frozen to resume play. To quit out of the game: Press the Start button to pause the game and select Quit Game from the Pause Menu, and press the ✕ button to return to the title screen.

### Troubleshooting

In the unlikely event that Thrasher®: Skate & Destroy refuses to work, contact our Customer Services Department at Take-Two Interactive Software, Inc. 1004 Ligonier Street, Latrobe, PA 15650 or call 724 539 6407 between the hours of 9:00 am and 5:00 pm Monday to Friday. For help, tips and more advice about Thrasher®: Skate & Destroy go to ***www.skateanddestroy.com.***

# THE HISTORY OF HIP HOP

Nothing in the world can rock a block like skateboarding and hip-hop. Both urban phenomena possess the power to puzzle parents, outrage neighbors and summon the local authorities. On any given day, the devout skater or hip-hop head must face mean looks from lil' old ladies or avoid no-fun-havin' cops ready to shut down their favorite pastime. Born and bred in the streets, skating and hip-hop break the rules, sure, but outsiders to the cultures fail to understand that for youth the need to express themselves knows no boundaries.

Skateboarding and hip-hop serve as the rhythm and beat of the concrete jungle, custom-made for risk-takers, the type of people who find new uses for empty pools or old records and turntables.

As the mainstream rises, popularity of skating and rap comes and goes (witness the defunct skate parks of the '70s and the rash of '80s low-budget Hollywood movies [some good, most awful] like Skateboard, Thrashin', Gleamin' The Cube, Beat Street, Krush Groove and Rappin'), both cultures survive thanks to the streets. Together, these modern revolutions are a banging blend of laid-back West Coast style and hard East Coast aggressiveness that complement each other like Santa Cruz decks and Independent trucks or Technics 1200 and Vestax mixers.

Gathered here for your approval are legendary tunes that have shaped a nation of skate rats and b-boys. "Rapper's Delight" (Sugar Hill, 1979) by the Sugarhill Gang is recognized as rap's first smash hit, the old school song that inspired a legion of rappers to go for theirs. Like skating, this selection is pure fun.

The never-ending electrobeat of Afrika Bambaataa & The Soul Sonic Force's "Planet Rock" (Tommy Boy, 1982) exemplifies perfectly a sweaty, all-day, never-get-tired skate session.

"White Lines (Don't Do It)" (Sugar Hill, 1983) by Grandmaster Flash & The Furious Five showcases Melle Mel's champion skills and changed hip-hop forever with its socially-conscious anti-cocaine stance.

"King Of Rock" (Profile, 1985) by the fathers of the new school, Run-D.M.C., took rap higher than a Christian Hosoi "Christ Air" by meshing it with rock. Its influence will still be felt way into the 21st Century. And the Ultramagnetic MC's demonstrated with "Kool Keith Housin' Things" (Next Plateau, 1986) that rap was more than just the rehashing of old music. The future Dr. Octagon's offbeat mental musings are still ahead of their time.

"Rebel Without A Pause" (Def Jam, 1987) by Public Enemy merged rap and politics in a manner that kids could understand and made P.E. one of the greatest groups (in any musical genre) of all-time.

Eric B. & Rakim's "I Know You Got Soul" (4th & B'way, 1987) took James Brown samples to the next level while Stetsasonic's "Talkin' All That Jazz" (Tommy Boy, 1988) defended rap music from critics who tried to play the art form out by claiming it relied too much on music from the past.

Nobody came harder with the straight on hardcore funk than Strong Island's EPMD. "I'm Housin'" (Fresh, 1988) is the epitome of real skater attitude. And no other cut is as tight a fit for night-time skating than Gang Starr's "Just To Get A Rep" (Chrysalis, 1990) with its adrenaline-pumping bass line courtesy of DJ Premier and Guru's gritty stick-up kid story.

"Award Tour" (Jive, 1993) by A Tribe Called Quest features fellow Native Tongue member Trugoy of De La Soul. This single from the instant classic Midnight Marauders album was at the head of a resurgence of New York rap that included 1994 debut albums from Nas and The Notorious B.I.G.

Skating and hip-hop have endured because they are controlled by the youth. Together, they form an unstoppable force. From a frontside grind to a transformer scratch, skateboarding and hip-hop are speaking the same language.

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PUBLISHED BY: T-BOY MUSIC/ NO HASSEL MUSIC (ASCAP)/ SHAKIN' BAKER MUSIC (BMI) AFRIKA BAMBAATAA & SOUL SONIC FORCE APPEAR COURTESY OF TOMMY BOY MUSIC
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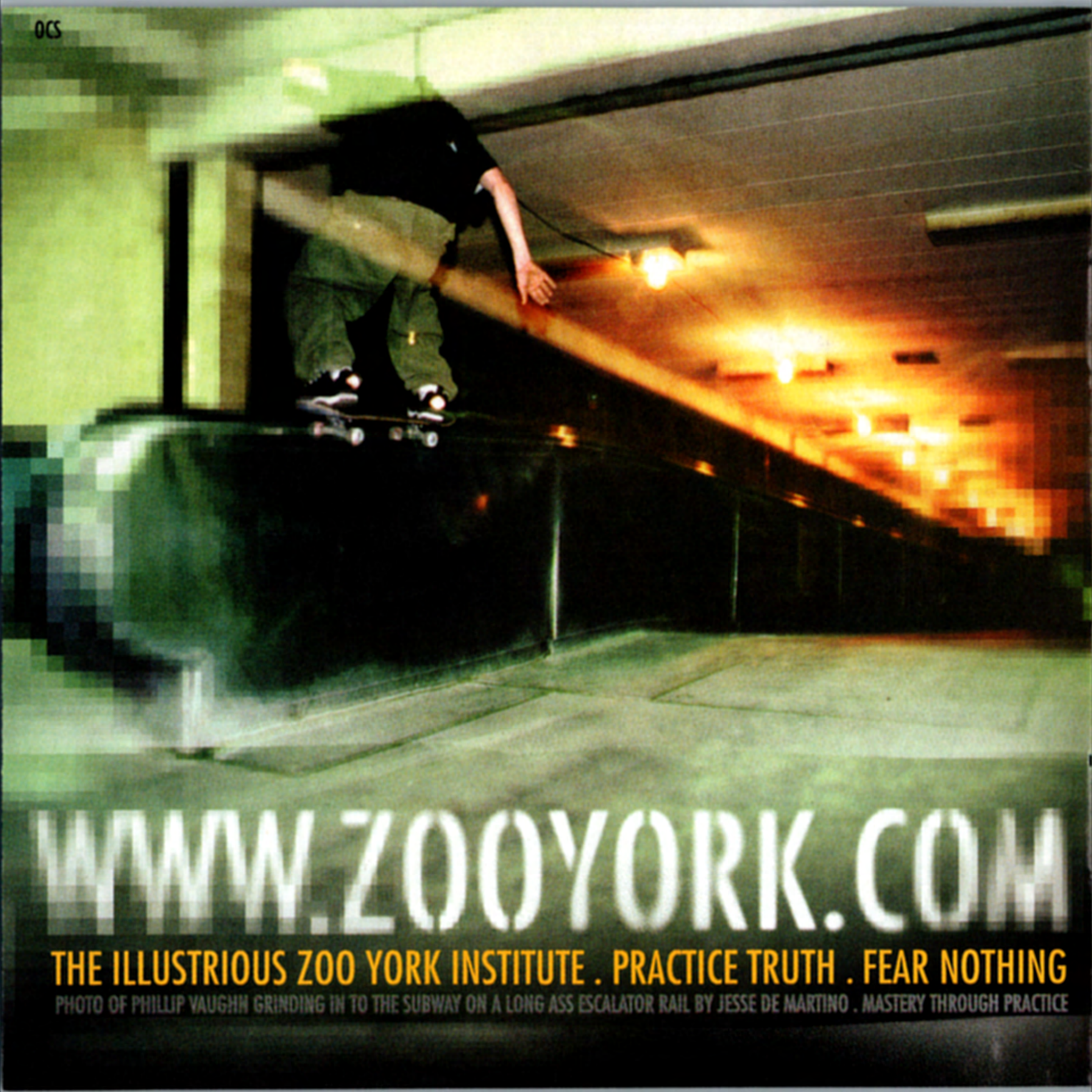
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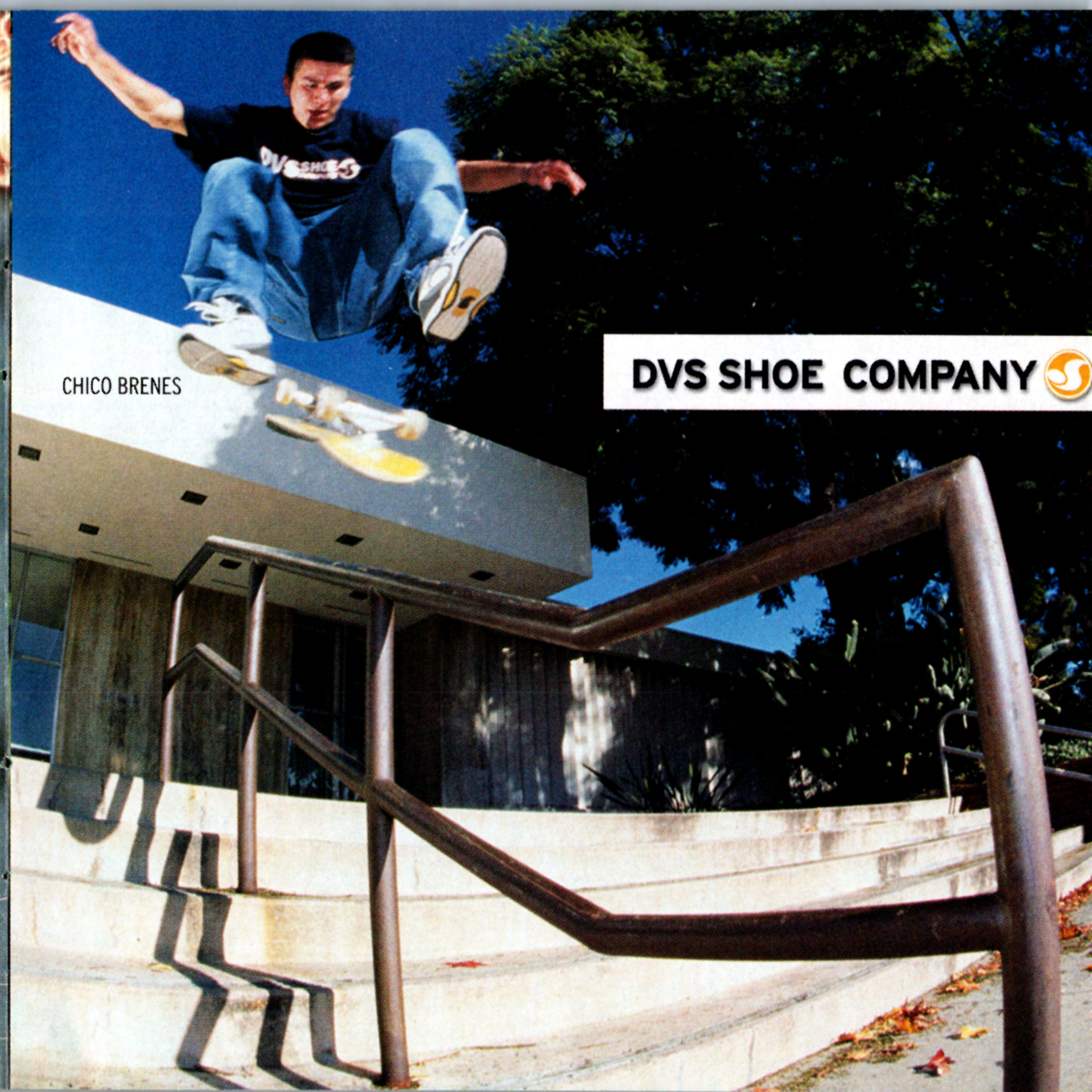
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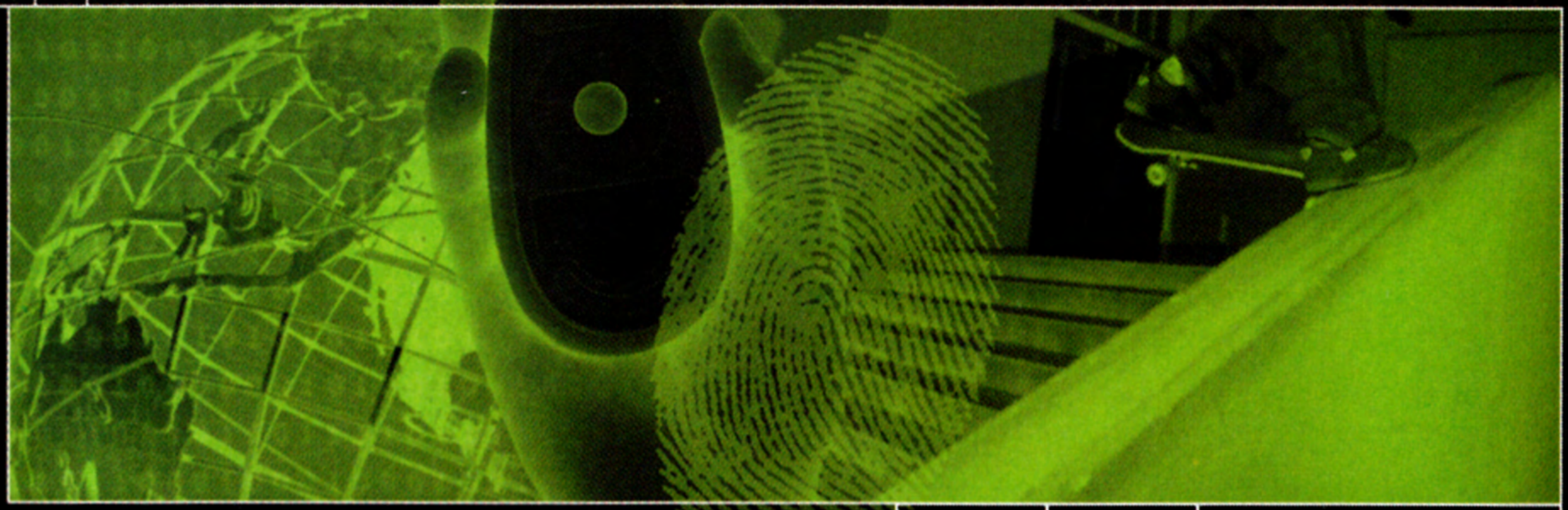

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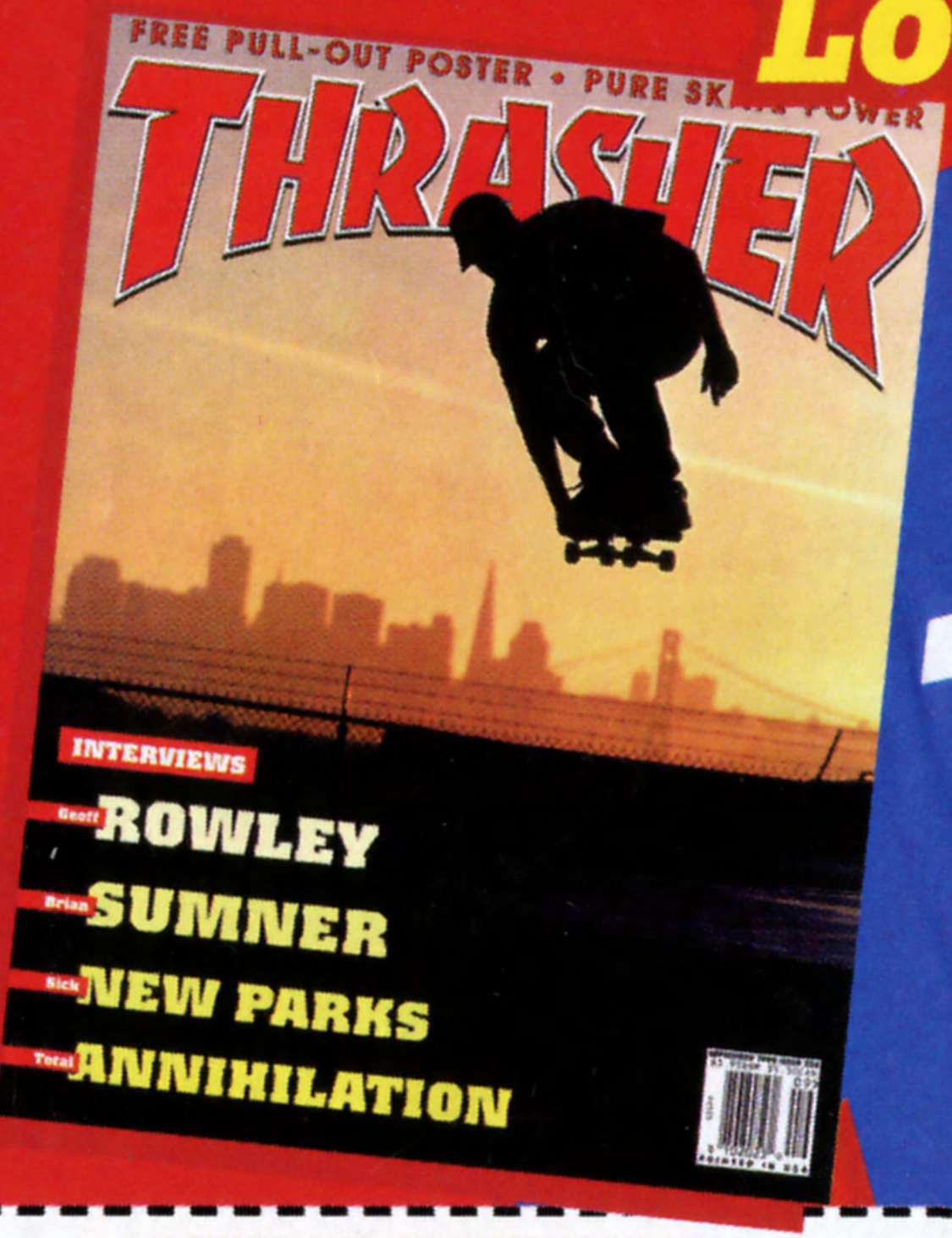


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